S.T.A.L.K.E.R.

THE BOARD GAME

STRETCH GOALS RULES & MISSION GUIDE

COMPONENT LIST

* Contents of the Mission boxes can be found on pages 6 and 7 of the SG Scriptbook (back of the SG Rules & Mission guide).

CARDS

Standard cards

10 Weapon cards

4 Anomaly cards

9 Contact cards

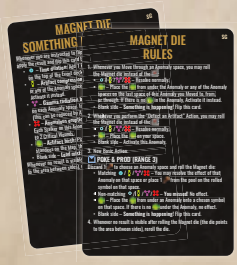
20 Treasure Cache cards

Small cards

8 Artifact cards

Oversized cards

4 Enemy cards



1 Help card

4 Stalker cards

PAPER

1 SG Rules & Mission Guide/ Scriptbook

4 Stickers sets

TOKENS

5 ? Loot tokens

13 -X Enemy – HP tokens

1 Universal Attention token

MODELS

4 Stalker models

1 Magnet die

OTHER

9 Map tiles

6 Mission boxes*

S.T.A.L.K.E.R. THE BOARD GAME STRETCH GOAL BOX

This Stretch Goal box adds additional components and Stories to S.T.A.L.K.E.R. The Board Game. As soon as you open the box you may add its components to the Core box following these rules:

1. Add all 4 Stalker cards to the core box Stalkers. If you're in the middle of the Campaign you may decide to switch any of your Stalkers for the new ones.
2. Add all 10 Weapon cards to the Weapon deck. You may obtain them following the standard rules.
3. Add all 4 Anomaly cards to the Anomalies deck. You may encounter them following the standard rules (e.g. they can be drawn as a random Anomaly of a specific type during a Mission or a Zone Survival Scenario.).
4. Take Contact cards **C31**, **C32**, **C33**, **C34**, and **C35** and place them in your Stash. They are new Contract cards you may choose during the Zone Exploration. Add the remaining Contacts to the Contact deck. You will be able to unlock them later during the Campaign.
5. Add all 8 Artifact cards to the Artifact deck. You may obtain them following the standard rules.
6. Add all 4 Enemy cards to the Enemy deck. You may encounter them during Zone Survival Scenarios.
7. Add the Magnet die Help card to the Help cards.
8. Add all 9 Map tiles to the core box Map tiles. Stretch goals Map tiles have the following numbers: **31/34**, **32/43**, **33/48**, **35/36**, **37/44**, **38/45**, **39/46**, **40/47**, **41/42**.
9. Place all tokens in their respective places in the token tray.

All cards that are shuffled together with cards from the Core box have an SG mark in one of their corners for easier identification should you wish to remove SG content from the Core game.

Additional Stalker models

From now on you gain access to 4 new Stalker models. Use the ones that suit you best!

Magnet die

The Magnet die serves as a replacement for the standard Anomaly die when you interact with Anomalies. Its one and one sides were replaced with one and one blank side offering new possibilities and purposefuly imbalanced roll distribution.

You may add Magnet die to any Mission or ZS Scenario. To do so simply prepare the Magnet die, its Help card and apply its rules to the game.

Story C and D

The Stretch Goal box adds two additional Stories each containing 3 Missions. You may add them to your playthrough after you've successfully completed both the **A3** and **B3** Missions. To add them, update your Zone Map with the following stickers:

- 24. "Mission **C1** Risky Business"
- 36. "Mission **D1** A Cry For Help"

When you start playing the Stretch Goal Stories, we recommend storing the Core box Mission boxes in the Stretch Goal box and the Stretch Goal Mission boxes in the Core box.

Treasure Caches

There are 4 new Loot tokens that represent locked or otherwise restricted caches with (probably) marvelous stuff. They follow all normal rules, but whenever you resolve a and it turns out to be a cache (it contains a icon), you must pay an additional cost to open the cache. If you can't or decide not to open the cache, place it back on its space face-up. It may be resolved again later.

Whenever you successfully open a cache, draw 1 Treasure Cache card and gain the listed rewards. If some of the rewards are unavailable (e.g. because you already have the Items listed) you only gain as much as you can.

Maybe the cache was opened before?

- **Irradiated Cache** – You must increase your Radiation dosage by 5 (this may be reduced by your Armor) to open the cache.
- **Locked Cache** – You must slide 1 of your Turn tokens down once as if performing to open the cache.
- **Hidden Compartment Cache** – You must discard a to open the cache.
- **Tinkering Cache** – You must discard a from your Pockets to open the cache.

Most Treasure Cache cards are one use only and are removed from the game upon opening as they may contain considerable riches.

STANDEE GLOSSARY

New Enemies and Anomalies appear in this SG box. Here are the correct standees that represent them.

ENEMIES

6 Rodents
(Scuttler)

5 Dogs
(Pseudodog, Scuttler)

2 Bloodsuckers
(Marsh Bloodsucker)

2 Crawls
(The Swarming Crawl)

1 Izlom (Enraged Izlom/
Cornered Izlom)

8 Zombies
(Wrathful Zombie)

4 Military Enemies
(Hospital Defender)

2 Exoskeleton Enemies
(Mercenary in Exoskeleton)

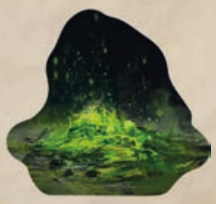
2 Bandits – MG
(Mercenary Sniper)

8 Bandits
(Veteran Bandit)

ANOMALIES

3 Electric
(Arc, Electro Stones)

3 Fire
(Lava Lamp)



3 Chemical
(Toxic Cloud)

3 Gravitational I
(Iron Wind)

2 Spatial
(Portal)

CREDITS

Dedicated to the memory of Łukasz Orwat, the best of us. May we meet again.

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Based on: S.T.A.L.K.E.R. games by GSC Game World
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Risky Business
Prologue

An old saying goes: "Lend your money and lose your friend." But with your old pal Hyena, for some reason, that is not the case. Oh no, he sticks around and always comes back – usually to ask for more cash. He is an entrepreneur, you see, always working on another lucrative project, making the money flow, "keeping the coin busy," as he says. In short, he's one slippery bastard. But the catch with Hyena's businesses is that they sometimes really pay off. The man is a walking casino!

When your "favorite" entrepreneur showed up this time, you were in the mood for a little roulette. You didn't even pay much attention to Hyena's latest charming sales pitch: something about intercepted comms, fake blasting agents, and clueless goons not distinguishing combustibility from flammability. A mighty good opportunity, he promised. The deal? 20,000K with the prospect of ballooning to a nice, round, fat 100,000K in just ten days. Was he exaggerating? Hell yeah. But even half of that profit would paint your world in brighter colors. So, off he went with your money.

Now, it's time to collect your earnings from this risky business. Hyena has set a meeting point near the only decent hospital in the Zone. This private facility is open to everyone who can afford its services and has a well-equipped "medical ward" in more than one sense of the phrase. However, knowing Hyena and his projects, if he was to earn some, then it probably meant someone was to lose some first. It would be wise to come prepared for anything, dissatisfied customers or pissed business partners included.

Mission Summary:

You need to meet with Hyena to retrieve the promised money. As his "projects" are hardly legal he could be a wanted man at that time with an armed force chasing him.

Take Mission Box **C1** "Risky Business" from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

As you approach the meeting spot, you hear some distant gunshots and... howls? Someone less experienced would curse their luck and that bloody bastard who had to get in trouble, but you just sigh. You signed up for the roulette, and this time, it's being played with bullets.

The nearby bushes rattle, and a hunched-over figure falls out onto the path right at your gunpoint. A familiar face twists in a painful grimace as Hyena starts to cough. Blood pours down his chin and drips onto his jacket, matching the ugly red spot blooming on his left side.

"Oh, they got me good," he utters as you dress his wound with a bandage. "And this sorry rag won't keep me alive for long. Wanna see that money of yours, eh? I've got it stashed, but we will talk money when you get me to the hospital – and better have five or ten grand for admission, or we both have a problem. Now hurry, there is a whole damned platoon behind us. We need to lose them, make them split. Then, we..." Hyena pauses to cough out more blood. "Then you can try to get these dogs one by one."

1. Map Setup

Find Map tiles: **28**, **33**, **34**, **35**, and **45** and place them as shown.

2. Environment Setup

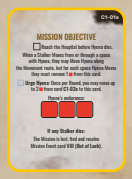
Environment cards:

- Take out all Environment cards from Mission box **C1**.
- Find the **C1-01a (Mission Objective)** and **C1-02a (Wounded Hyena)** cards, read them and place them next to the Map. Place 3 ■ on card **C1-01a** and 6 ■ on card **C1-02a**. If you're playing with 1 or 2 Stalkers, place 1 additional ■ on card **C1-02a**.
- Find the **C1-03a (Wooden Bridge)** card and place it next to the Map.
- Now, set the following cards on the Map as shown on the illustration below: **C1-04a**, **C1-05a**, **C1-06a**, **C1-07a**, **C1-08a**, **C1-09a**. These are your starting overlay cards.
- Keep the remaining Environment cards as the Environment deck next to the Map, as they will be needed during the Mission.

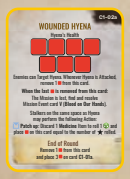
Anomalies:

- Find the Toxic Cloud Anomaly card and place it next to the Map.
- Draw 1 random Chemical Anomaly overlay (**1**, **4**, or **12**) and place it on the Map, so the tip of the triangle in the Anomaly center points to the top of the Map.
- Place 1 in the center of the Anomaly overlay. Then, place the matching Anomaly standee on it.

Environment deck



Mission Objective



Wounded Hyena

Wooden Bridge

Toxic Cloud Anomaly

3. Other Setups

Stalkers:

- Place the Stalker models on the space marked as “Starting Point”.
- Find 1 Bandit Shotgun standee and place it on the space marked as “Starting Point”. It represents Hyena and doesn’t occupy slots on spaces.

Enemies:

- In Mission box **C1** find the Wrathful Zombie Enemy card and place it next to the Map. Mark it with 1.
- In Mission Box **C1** find the Mercenary Sniper Enemy card and place it next to the Map. Mark it with 2.
- Find the Mercenary Enemy card and place it next to the Map. Mark it with 2.
- Find 8 Zombie standees. Place 5 of them on the spaces marked with and 3 next to the Map.
- Find 2 Bandit MG standees and place them next to the Map. They represent the Mercenary Snipers.
- Find 4 Military Enemies standees and place them next to the Map.

Loot :

- Take 13 random Loot tokens and place them in stacks on the Map as shown.

Unknown tokens :

- Depending on the number of Stalkers, take a set of Unknown tokens, shuffle them, and place them in one stack on the space marked with 6 as shown:
  - » 4 - × X, 2 × , ×
- Depending on the number of Stalkers, take a set of Unknown tokens, shuffle them, and place them in 2 stacks of 4 tokens at the bottom of the Map as shown:
  - » Single Stalker: 3 × X , 4 × , 1 ×
  - » 2 Stalkers: 2 × X, 3 × , 1 × , 2 ×
  - » 3 Stalkers: 1 × X , 2 × , 2 × , 3 ×
  - » 4 Stalkers: 3 × , 2 × , 3 ×

Other tokens:

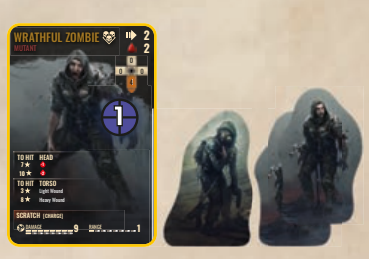
- In Mission box **C1** find 6 Instability tokens and place them randomly face-up on the slots of the **C1-04a**, **C1-05a**, and **C1-06a** overlay cards as shown. Their rules are described on the **C1-03a** card.

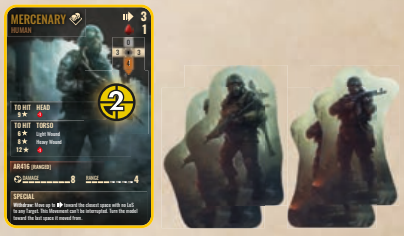
Event deck:

- Take out all Mission Event cards from Mission box **C1**.
- Stack the Mission Event cards in numerical order, face down. Mission Event card **I** should be on the top and number **VIII** should be on the bottom. This is your Event deck.

Mission begins! Start the first Round.

Event deck





Risky Business
Epilogue

You did all there was to be done. Hyena's fate now lies in the hands of the best sawbones in the Zone – at least this is what you paid for. That's right: somehow, you ended up putting even more money into what was supposed to be a simple debt collection. At least you got out alive of this sound investment, and those howling blockhead bandits wouldn't dare to attack the hospital.

Now, you lay low and wait. Maybe visit one of Hyena's hideouts to pass the time? You know it is unlikely he hid your money there, but perhaps you could find some information on this damned business idea of his.

Scenario Rewards:

- Mark Mission **C1** as unavailable.

Then, update your Enemy deck by adding the "Wrathful Zombie" and "Mercenary Sniper" Enemy cards to it.

Then, update your Zone Map with the following stickers:

- Update your Achievements on the Zone Map with sticker **32**. "Bloody Money".
- 25. "Mission **C2** Payday"
- 27. "Hyena's Hideout"
- If you have Old Man's Diary card, 28. "Delayed Mail"

Return all Mission Event and Environment cards to Mission box **C1**.

Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Payday
Prologue

It's time to check on your dear friend Hyena. Knowing that mongrel,
he already slurps chicken broth with that golden mouth of his and is more faking
than hurting to make some poor nurse bathe him again. All comfy and happy,
while you are still not nearly as rich as you should be. But you'll make him pay for all your troubles,
administer your own little fee. You just have to get to the hospital.

The road is almost pleasant, by the Zone standards: not much radiation, anomalies scarce,
the local population of Zombies numerous but easy to avoid. Good old Izlom,
if not disturbed, should leave you alone, too. Yeah, quite a walk in the park
when one is not being chased by a platoon of howling bandits.
And this time, it leads straight to the prize.

Mission Summary:

This Mission will take place in the same area as the **C1** Mission. Radiation is relatively low in the area. Plenty of tough Zombies but a precise shot in the head is a great answer. If for some reason you would like to meddle with Izlom, remember that it can't have a applied to it.

Take Mission box **C2** "Payday" from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

When you get to the hospital, you instantly recognize something is wrong. Medics and mercs are milling around the entry, getting in and out. A woman in a white coat approaches you.

"You're here for our abdominal gunshot wound patient. I'm Doctor Valentine, chief surgeon," she starts to state the facts without beating around the bush. Hyena has passed away. He didn't give in to his injuries, though; he was murdered. In fact, it all happened not more than half an hour ago. The culprit is one of the faculty's hired guns; he had wounded two other guards before he escaped, and... All is lost, you realize. Your damned money is gone. Could it be that Hyena let the info about the money stash – your money stash – slip? Wouldn't that be a classy motive for a murderer... You must try to catch the bastard; it is your last chance. Just like she was reading your mind, Valentine offers you a way to recover from your loss.

"The hospital's security is obviously short-staffed at the moment, but you're a stalker, aren't you? You may still manage to track the culprit down. It would be profitable for both of us. And when you're back, we'll discuss a refund for your friend's... unsuccessful visit. You may want to start by looking through the murderer's belongings... but the rest of the hospital is off-limits. I don't want my patients to be disturbed again."

1. Map Setup

Find Map tiles: **28**, **35**, **43**, **44**, and **45** and place them as shown.

2. Environment Setup

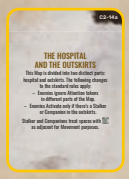
Environment cards:

- Take out all Environment cards from Mission box **C2**.
- Find the **C2-01a (Mission Objective)** and **C2-14a (Hospital and the Outskirts)** cards, read them and place them next to the Map.
- Find the **C2-02a (Hospital Partol)** card and place it next to the Map.
- Now, set the following cards on the Map as shown on the illustration below: **C2-05a**, **C2-06a**, **C2-07a**, **C2-08a**, **C2-09a**, **C2-10a**, **C2-20a**. These are your starting overlay cards.
- Keep the remaining Environment cards as the Environment deck next to the Map, as they will be needed during the Mission.

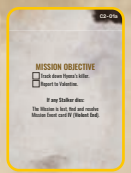
Anomalies:

- Find the Toxic Cloud Anomaly card and place it next to the Map.
- Draw 1 random Chemical Anomaly overlay (**1**, **4**, or **12**) and place it on the Map, so the tip of the triangle in the Anomaly center points to the top of the Map.
- Place 1 in the center of the Anomaly overlay. Then, place the matching Anomaly standee on it.

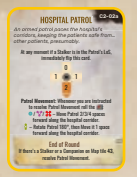
Environment deck



The Hospital and the Outskirts



Mission Objective



Hospital Patrol

Toxic Cloud Anomaly

3. Other Setups

Stalkers:

- Place the Stalker models on the space marked as “Starting Point”.

Enemies:

- Find the Wrathful Zombie Enemy card and place it next to the Map. Mark it with 1.
- Find 8 Zombie standees. Place 5 of them on spaces marked with and 3 next to the Map.

Loot :

- Take 12 random Loot tokens and place them in stacks on the Map as shown.

Unknown tokens :

- Depending on the number of Stalkers, take a set of Unknown tokens, shuffle them and place them in 2 stacks of 4 tokens on the Map as shown:
  - » Single Stalker: 4 × X, 3 × , 1 ×
  - » 2 Stalkers: 3 × X, 3 × , 2 ×
  - » 3 Stalkers: 1 × X, 4 × , 3 ×
  - » 4 Stalkers: 4 × , 4 ×

Other tokens:

- In Mission box **C2** find 3 and place them randomly on the Map as shown.
- Find an Enemy in Exoskeleton standee and place it on the space marked with . It represents the Hospital Patrol. Its rules are described on **C2-02a** card.
- Place 2 on the Map as shown.

Event deck:

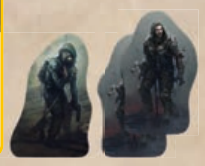
- Take out all Mission Event cards from Mission box **C2**.
- Stack the Mission Event cards in numerical order, face down. Mission Event card **I** should be on the top and number **VII** should be on the bottom. This is your Event deck.

Lost Territories:

- You can’t add a Lost Territory to this Mission.

Mission begins! Start the first Round.

Event deck



Payday
Epilogue

You are not the type to follow a beaten path, but it seems that once again, you are leaving the hospital to hang around for a few days and then come back to check on your financial prospects. What is it, a nine-to-five job? But you won't refuse a good-paying gig. You still haven't bounced back from the blunder Hyena called a "sound investment."

The thing is simple. Valentine got tired of her problematic neighbor and wishes to solve the problem of Izlom once and for all. It so happens that you are the only person who has willingly entered his maze-like cave. You know how the Teleport anomaly works. And, generally, you proved pretty efficient with this whole "staying alive" thing. The doc asked you to lead a small unit and either kill or capture the mutant. How exactly she imagines the latter should be performed? You have no idea. But there is neat money in it, so you may have to come up with something eventually.

Valentine needs time to prepare the whole operation. You can help the time pass by running a small errand for her and fetching a little something from the distant Mobile Laboratory. Something that may change the course of your upcoming task, according to Valentine. Or you may simply go get a drink or two.

Just this one intrusive thought, fluttering around your head like a stubborn gadfly, remains. What is it you are about to do with the mutant? Pest control? Trophy hunt? Or mansla… You shake your head, and the thought flies away.

Scenario Rewards:

- Take out all Equipment cards and Coupons from Mission box **C1** and place them in your Stash.
- If you have Mission card **VI**, gain 7500 ₸.
- Mark Mission **C2** as unavailable.

Then, update your Zone Map with the following stickers:

- 26. "Mission **C3** Beast Hunting"
- If you have Old Man's Diary card, 28. "Delayed Mail"
- If you **don't have** a ■ on card **C2-02a**, 29. "Hospital Contractors"
- If you have Mission card **VI**, 30. "A Word Too Far"
- 31. "Mobile Laboratory"
- Update your "Bloody Money" Achievement sticker:
  - » If you have the Disturbing Painting or Research Log card, mark checkbox 2 on it.
  - » If you have Mission card **VI**, mark checkbox 3 on it.
  - » If you have card **C2-04a**, mark checkbox 4 on it.

Return all Mission Event and Environment cards to Mission box **C2**.

Find Mission box **C3** "Beast Hunting" and place the Enraged Izlom Enemy card and 4 Anomaly center tokens inside that box.

Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Beast Hunting
Prologue

Your PDA screen flickers. As usual, Valentine is brief, applying each word with cold, economical precision, as if she used a scalpel to type it down.

"Valentine, M.D. here. Arrangements complete. The mutant displays an unprecedented spike in aggression and directly threatens the continuity of the hospital's operations. I suggest you prepare accordingly. Confirm your arrival time."

A few seconds later, it flickers again. This message is more informal. The complete, personal phrases seem almost cordial in comparison.

"I'm working on the project I mentioned, that should make the job easier. What caliber do you use? Valentine, M.D."

If Izlom's gotten even more enraged, you'll need all the help you can get. You look at your weapon and wonder if it's even possible to pierce the mutant's thick skin with anything other than an HMG. Well, time to get your bearings and see how this will play out. Now, off to work, honey!

Mission Summary:

Take Mission box **C3** "Beast Hunting" from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

If checkbox 2 on the "Bloody Money" Achievement sticker is marked, go to script **212**.

If checkbox 3 on the "Bloody Money" Achievement sticker is marked, go to script **213**.

If checkbox 4 on the "Bloody Money" Achievement sticker is marked, go to script **214**.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

Life at the hospital runs its usual course. The guards at the gate scowl at you but say nothing, which you take as a sign of your developing friendship. Medics rush back and forth, the tails of their white coats flapping behind them like giant wings. Zone's little angels... The squad you're about to lead is waiting in the vestibule. Valentine arrives soon after you.

"It's a valuable specimen; the priority is to capture it," she says sternly. "If you kill it, you get only five of the twenty grand we agreed on. Is that clear?" Valentine looks closely at you, scanning you head to toe as if she just fished you out of a formaldehyde jar, and smacks her lips. "I suggest you drop by the hospital's armory. It's well-equipped. In half an hour, I'll have special ammunition delivered to you; a little invention of mine that should help penetrate the..."

She stops to listen. You hear it too. Stomping. Distant at first, but getting louder quickly. You grab Valentine by the starched collar of her coat and pull her back the moment something massive hits the vestibule wall. The whole building shakes, the wall breaks, and the roof collapses. A familiar 'Ew-ay!' breaks through the ringing in your ears. You quickly assess the situation. A few mercs lie down, dead or injured; the rest open fire. Izlom is right beside you. As if that wasn't enough, Zombies are crawling toward the hospital through the broken fence.

1. Map Setup

Find Map tiles: **28**, **42**, **45**, **48**, and place them as shown.

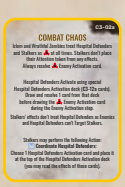
2. Environment Setup

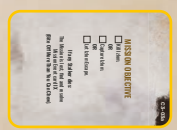
Environment cards:

- Take out all Environment cards from Mission box **C3**.
- Find the **C3-01a (Mission Objective)**, **C3-02a (Combat Chaos)**, and **C3-08a (Izlom's Fury)** cards, read them and place them next to the Map.
- Find all three **C3-12a** cards. They create the Hospital Defenders Activation deck. You may read these cards now. Then, shuffle this deck and place it face down next to the Map.
- Now, set the following card on the Map as shown on the illustration below: **C3-11a**. This is is your starting overlay card.
- Keep the remaining Environment cards as the Environment deck next to the Map, as they will be needed during the Mission.

Izlom's Fury

Mission Objective


Combat Chaos


Environment deck

Hospital Defenders Activation deck

3. Other Setups

Stalkers:

- Place the Stalker models on the space marked as “Starting Point”.

Enemies:

- In Mission box **C3** find the Enraged Izlom Enemy card and place it next to the Map. Mark it with 1. If checkbox 4 on the “Bloody Money” Achievement sticker is marked, place 3 on it.
- Find the Wrathful Zombie Enemy card and place it next to the Map. Mark it with 1.
- Find the Hospital Defender Enemy card and place it next to the Map.
- Find 1 Izlom standee and place it on a space marked with .
- Find 8 Zombie standees. Place 4 of them on spaces marked with and 4 next to the Map.
- Find 4 Military Enemy standees. They represent Hospital Defenders. Place 2 of them on spaces marked with and 2 next to the Map.

Loot ?:

- Take 10 random Loot tokens and place them in stacks on the Map as shown.

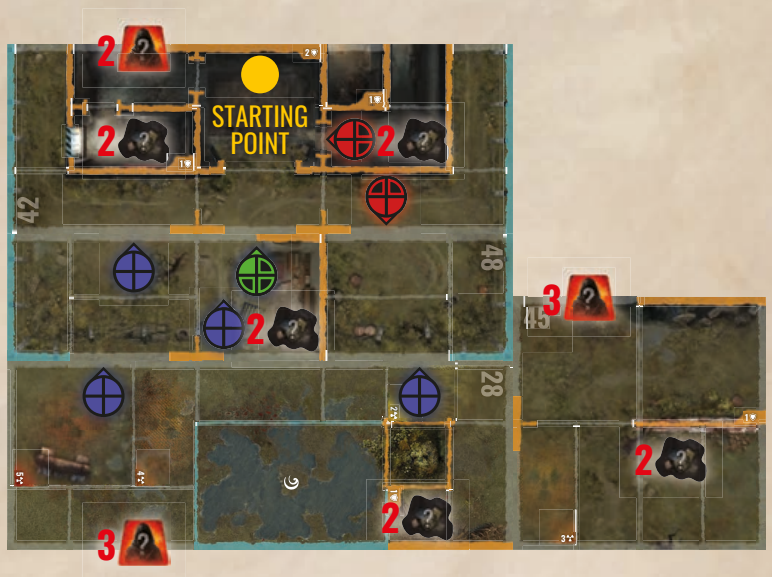
Unknown tokens ?:

- Depending on the number of Stalkers, take a set of Unknown tokens, shuffle them and place them in a stack of 2 tokens as shown.
  - » Single Stalker/ 2 Stalkers: 2 ×
  - » 3 Stalkers/ 4 Stalkers: 1 × , 1 × X
- Depending on the number of Stalkers, take a set of Unknown tokens, shuffle them and place them in 2 stacks of 3 tokens as shown.
  - » Single Stalker: 3 × X , 2 × , 1 ×
  - » 2 Stalkers: 2 × X, 2 × , 2 ×
  - » 3 Stalkers: 1 × X, 2 × , 3 ×
  - » 4 Stalkers: 2 × , 4 ×

- Take out all Mission Event cards from Mission box **C3**.
- If Location “Mobile Laboratory” on the Zone Map is marked, return Mission Event card **III** back to the Mission box.
- Otherwise, mark Location “Mobile Laboratory” as unavailable and return Mission Event card **II** back to the Mission box.
- Stack the Mission Event cards in numerical order, face down. Mission Event card **I** should be on the top and number **X** should be on the bottom. This is your Event deck.

Mission begins! Start the first Round.

Event deck



Beast Hunting
Epilogue A

Valentine meets you outside the half-destroyed vestibule. An envelope in her hand suggests the news about your successful hunt has already reached the hospital.

"You could use an I.V.," Valentine says, making a diagnosis more out of habit than care.

"Shaken, not stirred, please."

"A joke! Maybe you're not so worn out after all. Good. Here's your payment."

You have already noticed she is not fond of small talk. Any use she may have for you will expire the second you take the envelope, so you just nod and put the money in your pocket.

"I'll put you on the personnel discount sheet," she adds. "Should you ever need our services. It's surprising how rarely we treat stalkers here."

"We usually hole up in some dump to lick our wounds. Or die in it."

"Interesting."

Somehow, you don't like the idea of Valentine taking any kind of interest in you. You feel too much like a specimen for her to observe and utilize in any way she deems appropriate. Either way, you're done here. Izlom's fate is sealed, for better or worse. Hyena rests six feet under. The fortune you were promised – probably likewise. If it ever existed in the first place.

Scenario Rewards:

Valentine gladly pays you the promised reward:

- If you have Mission Event card **VII**, 5000 ₸.
- If you have Mission Event card **VIII**, 20000 ₸.
- Return all Equipment cards marked with ■ to their respective decks.
- Mark Mission **C3** as unavailable. If Location "A Word Too Far" on the Zone Map is unmarked, mark it as unavailable.

Then, update your Zone Map with the following stickers:

- If you have Mission Event **VII**, update your Achievements on the Zone Map with sticker **33**. "Izlom Slain".
- If you have Mission Event **VIII**, update your Achievements on the Zone Map with sticker **34**. "Izlom Captured".

Return all Enhanced Rounds/Piercing Rounds Item cards, all Mission Event and Environment cards to Mission box **C3**.

Return the Enraged Izlom Enemy card and 4 Anomaly center tokens to Mission box **C2**.

Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Beast Hunting
Epilogue B

As you pass through the doorway to Valentine's office, you brush past a young medic. You recognize him; he's the one who delivered you the enhanced ammo clip. Now, he avoids your gaze.

"...and bring me the patient records of our current debtors. We'll need volunteers to resume the... clinical trials." Valentine looks up from her paperwork. "Oh, it's you, stalker. I understand your assignment didn't go as planned. Shame."

"That's it?"

"That's far from ideal, of course. Izlom was... an exceptional specimen. And a threat to the hospital's security. He may still be. But in my profession, I deal with facts, not fantasies. Now, is there any necessity that keeps you here?"

Certainly, there is not. In fact, you'd want to get out, even if you had to crawl on your elbows. It seems the hospital's aura is just not good for your finances. Your pockets remain unpleasantly light, but who knows? Maybe it's the cost of a clear conscience.

Scenario Rewards:

- Return all Equipment cards marked with ■ to their respective decks.
- Mark Mission **C3** as unavailable.

Then, update your Zone Map with the following stickers:

- 30. "A Word Too Far", if you don't already have it.
- Update your Achievements on the Zone Map with sticker **35**. "Izlom Escaped".

Then, update your Random Events deck by adding the Helping Hand and Tragic News Random Event cards to it.

Return all Enhanced Rounds/Piercing Rounds Item cards, return all Mission Event and Environment cards to Mission box **C3**.

Return the Enraged Izlom Enemy card and 4 Anomaly center tokens to Mission box **C2**.

Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

A Cry for Help
Prologue

The thing with old friends is that you are never angry when they rock your world. And this is precisely what Tvirsky did. The PDA message read:

"Tvirsky here. Hope you're still alive and not too far, because I bloody need you.

I am working for one Hrushka, a truly smart egghead. Together, we are watching the notorious Eye of Moscow which has come to life to emit a very strong signal. You know the old story about the Eye? That it will one day emit an uncanny UVB-86 signal to presage massive changes in the Zone? Well, we've been detecting it for some time. And the story may be true, because there is unprecedented mutant activity around here, and they all swarm toward the contraption. Coincidence? Hell if I know.

Anyway, we are kinda besieged in a bunker close to the Eye, and here is the thing for you.

I need you to search an abandoned border guard outpost. Rummage every single tent, and take everything which looks scientific to you: first and foremost, an access card, but also literally every scrap of paper with the name Hruska on it. There surely is a map and a diary with some poetry.

There is money to be earned. Here is the location of the outpost. Hurry up!"

You check the coordinates and have a vague feeling that you have been searching the nearby area. Could it be close to the territory of the Controllers? No, not really.

And yes, you know the legend about the UVB-86 signal. You don't want to be there when shit hits the fan, but the message comes from good old Tvirsky, and his words mean a lot in the Zone.

So? What's the decision?

Mission Summary:

- Scout and loot the Outpost.
- Find the Key Card and Hrushka's other belongings.

Take Mission box **D1** "A Cry for Help" from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

The outpost consists of a huge building and a row of military tents, most of them still in relatively good conditions. The entrance is guarded by a barrier and a few half-torn sand bags, all crowned with barbed wire. The most eye-catching element is, however, a worn, rusty, yet still imposing APC. There is no sign of human activity there and the soggy meadows around look trampled by hundreds of feet.

1. Map Setup

Find Map tiles: **8**, **13**, **16**, **31**, **32** and place them as shown.

2. Environment Setup

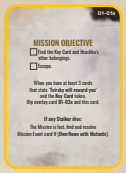
Environment cards:

- Take out all Environment cards from Mission box **D1**.
- Find the **D1-01a (Mission Objective)** and **D1-06a (BTR)** cards, read them and place them next to the Map.
- Now, set the following cards on the Map as shown on the illustration below: **D1-03a**, **D1-04a**, **D1-05a**, **D1-07a**, **D1-08a**, **D1-09a**, **D1-10a**, **D1-11a**, **D1-12a**. These are your starting overlay cards.
- Keep the remaining Environment cards as the Environment deck next to the Map, as they will be needed during the Mission.

Anomalies:

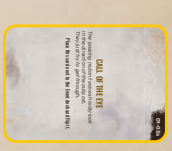
- Find the Tesla Anomaly card and place it next to the Map.
- Draw 3 Electric Anomaly overlays (6, 7, 11) and place them randomly on the Map so the tip of the triangle in the Anomaly center points toward the top of the Map.
- Place 1 matching Anomaly standee on the lowest numbered Anomaly overlay.

BTR



Mission Objective

Tesla Anomaly



Environment deck

3. Other Setups

Stalkers:

- Place the Stalker models on the space marked as “Starting Point”.

Enemies:

- In Mission box **D1** find the Scuttler Enemy card and place it next to the Map. Mark it with (1).
- Find the Tick Enemy card and place it next to the Map. Mark it with (1).
- Find the Crawl Enemy card and place it next to the Map. Mark it with (1).
- Find 6 Rodent and 5 Dog standees. They both represent the Scuttlers. Place 4 of them on spaces marked with and 7 next to the Map.
- Find 4 Tick standees. Place 3 of them on spaces marked with and 1 next to the Map.
- Find 2 Crawl standees. Place 1 of them on a space marked with and 1 next to the Map.

Loot (2):

- Take 16 random Loot tokens and place them in stacks on the Map as shown.

Unknown tokens (?):

- Depending on the number of Stalkers, take a set of Unknown tokens, shuffle them and place them in 2 stacks of 5 and 1 stack of 4 on the Map as shown:
  - » Single Stalker: 6 × (X), 4 × , 4 ×
  - » 2 Stalkers: 5 × (X), 3 × , 2 × , 4 ×
  - » 3 Stalkers: 2 × (X), 4 × , 4 × , 4 ×
  - » 4 Stalkers: 4 × , 4 × , 4 × , 2 ×

Other tokens:

- In Mission Box **D1** find the BTR token, the BTR Barrel token and a pin. Put the tokens together with a pin so that the BTR Barrel token is on top of the BTR token, then place them on the Map as shown.

Event deck:

- Take out all Mission Event cards from Mission box **D1**.
- Stack the Mission Event cards in numerical order, face down. Mission Event card **I** should be on the top and number **VI** should be on the bottom. This is your Event deck.

Mission begins! Start the first Round.

Event deck

A Cry for Help
Epilogue

You run and run until you are absolutely sure that there is nothing following you.

You slump down next to the tree to relax and gather your thoughts when the PDA pings again.

"Tvirsky here. Are you there? Have you searched the outpost? I hope you're fine.

The signal is getting stronger and stronger, my head is killing me.

Me and Hrushka are still in the bunker, hurting but safe. We could totally use your company, but you can just as well wait for the signal to go down. Hrushka here tells me it fluctuates on a random basis, but a calmer moment is to come. Drop all you have found in the stash close to the outpost at the attached location. We will collect it when it gets calmer. Besides, I'll send you the coordinates of a stash where Hrushka keeps his money. You can take a 1000K for each item you have found. And no cheating, all right?"

Scenario Rewards:

- If you have card **D1-14b** resolve it's "At the end of this Mission" effect.
- Gain 1000 ₸ for each card that states "Tvirsky will reward you".
- Mark Mission **D1** as unavailable.

Then, update your Zone Map with the following stickers:

- 37. Mission **D2** "Missing in Action"
- If you have Hrushka's Map card, 38. Hrushka's Stash
- If you have Transmission card, 39. Military Base

Then, update your Enemy deck by adding the "Scuttler" Enemy card to it.

Then, in Mission box **D1** find the box BTR Zone Survival Setup card, add it to the ZS Setup deck. Add the BTR and the BTR Barrel tokens to the ZS token pool. From now on, you may find BTR when playing Zone Survival mode.

Return all Mission Event and Environment cards to Mission box **D1**.

Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Missing in Action
Prologue

So here is the thing.

The outpost was hell to survive, but you did it. What is more, you have got the access card Tvirsky wanted you to get. You safely stowed it away in the stash Tvirsky chose for that occasion, and now you have all it takes to begin the next part of the mission.

According to Tvirsky, who followed Hrushka's research, a weird object appeared on the structure of the Eye of Moscow, later dubbed the Beacon. The object seems to be the source of all the ongoing disturbances.

All you have to do is to get to the Eye of Moscow and destroy the Beacon.

Suddenly, the PDA blinks to life.

"Tvirsky here. Listen, the UVB-86 is strong again, stronger than ever, and the mutants around are on the rampage. I am running out of ammo, and Hruskha has none whatsoever. Get down here and help us out, will you? And yes, I'll double your wages, but be quick."

Right. So the rescue mission comes first. The Beacon will have to wait.

Suddenly, your head begins to throb. Damn you, UVB-86.

Mission Summary:

- Find a way to deal with the mutans.
- Get to the bunker.
- Help Tvirsky and Hrushka evacuate.

Take Mission box **D2** "Missing in Action" from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

The gray bulk of the bunker looms among the bushes. It seems only a few leaps away, but judging by the volume of mutant screams, one careless step may truly unleash hell here. Bushes rustle as mutants make their way toward the Eye, screaming eerily as if to confirm their arrival to other flocks. The hair on your neck raises.

Waiting will get you nowhere, though. Move. Sneak into the bunker, talk to Tvirsky, and get the lay of the land. Whoever that Hrushka egghead is, he is most likely too smart and too valuable to die here.

1. Map Setup

- Find Map tiles: **1**, **3**, **6**, **7**, **8**, **16**, **28** and place them as shown.

2. Environment Setup

Environment cards:

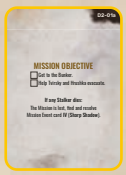
- Take out all Environment cards from Mission box **D2**.
- Find cards **D2-01a (Mission Objective)**, **D2-02a (Bunker Durability)**, **D2-03a (Hide & Seek)**, **D2-04a (Mutant Hordes)**, read them, and place them next to the Map. Place a ■ on **D2-02a** card on the slot matching the number of Stalkers.
- Now, set the following cards on the Map as shown on the illustration below: **D2-05a**, **D2-06a**, **D2-07a**, **D2-08a**, **D2-09a**. These are your starting overlay cards.
- Keep the remaining Environment cards as the Environment deck next to the Map, as they will be needed during the Mission.

Anomalies:

- Find the Comet Anomaly card and place it next to the Map.
- Draw 2 random Fire Anomaly overlays (**2**, **9**, **10**) and place them randomly on the Map so the tip of the triangle in the Anomaly center points toward the top of the Map.
- Place 1 matching Anomaly standee on the lowest numbered Anomaly overlay.

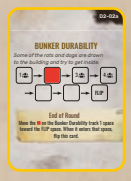
Environment deck

Comet Anomaly


Mission Objective

Hide & Seek

Mutant Hordes


Bunker Durability

3. Other

Stalkers:

- Place the Stalker models on the space marked as “Starting Point”.

Enemies:

- In Mission box **D2** find The Swarming Crawl Enemy card and place it next to the Map. Mark it with .
- Find the Scuttler Enemy card and place it next to the Map. Mark it with and .
- Find 6 Rodent and 5 Dog standees. They both represent the Scuttlers. Place 5 of them on spaces marked with and 6 next to the Map.
- Find 2 The Crawl standees. Place them on spaces marked with . Both Crawls gain a , place 1 on each token.

Loot :

- Take 16 random Loot tokens and place them in stacks on the Map as shown.

Unknown tokens :

- Depending on the number of Stalkers, take a set of Unknown tokens, shuffle them and place them in 3 stacks of 4 tokens on the Map as shown:
  - » Single Stalker: 6 × , 4 × , 2 ×
  - » 2 Stalkers: 4 × , 4 × , 2 × , 2 ×
  - » 3 Stalkers: 2 × , 4 × , 4 × , 2 ×
  - » 4 Stalkers: 4 × , 4 × , 2 × , 2 ×

Other tokens:

- In Mission box **D2** find 5 Wall tokens and 1 Window token, and place them on the Map as shown.

Event deck:

- Take out all Mission Event cards from Mission box **B2**.
- Stack the Mission Event cards in numerical order, face down. Mission Event card **I** should be on the top and number **VI** should be on the bottom. This is your Event deck.

Mission begins! Start the first Round.

Event deck

Missing in Action
Epilogue

The mutant shrieks dwindle in the distance. You are finally far away enough to slow down. Seems like you have pulled off another nightmare mission.

Tvirsky is also dead tired, but all the bottled stress suddenly makes him talk:

"Have you seen all that commotion? The UVB-86 is a true mind flogger. One could use it to wrap the mutants around your finger. I got some notes on the frequency and-"

You interrupt him bluntly and ask where Hrushka is.

Tvirsky's eyes get hazy.

"Him?" he asks after a while. "He is... He was standing watch... Well, he was supposed to, at least. I was there, sleeping like a baby, and... I have no idea what happened."

Suddenly, his eyes regain their focus.

"He must be around the Eye somewhere. We must find him there. And quick! And your help will come in handy."

He draws a wad of coupons from his pocket and forces it into your hands.

"This is for what you have done so far, and there is more to earn. Have you seen the effect the Eye has on the mutants? Something drags those wretches there. Man, if someone knew, they would surely use it to spread more chaos. Hrushka-"

He stops to ponder for a while.

"He is mad, but he got that right. No doubt the Eye is a source of evil."

He waves a sheet of crumpled papers.

"It's all there. It's the notes."

It is a mind-boggling revelation. You wish you had had some time in the bunker to get through them yourself. How about going back there?

Tvirsky, however, has a different plan.

"We rest now. Rest and resupply. Here are the coordinates of a shop run by Fangs, a friend of mine and an arms dealer. However, he is interested in artifacts, too, and he may buy them from you. Well, provided you make a good impression, though. When you get all you need, we go to the Eye to smash all there is to smash."

"And find Hrushka?" you ask.

"Absolutely," he says firmly.

Scenario Rewards:

- Gain 3000 ₹.
- Mark Mission **D2** as unavailable.

Then, update your Zone Map with the following stickers:

- 40. Mission **D3** "The Steel Giant"
- 41. "Fangs"
- If you have Strange Liquid card, 43. "Chemists' Lab"
- 44. "Hrushka's Bunker"

Then, update your Enemy deck by adding the "The Swarming Crawl" Enemy card to it.

Return all Mission Event and Environment cards to Mission box **D2**.

Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

The Steel Giant
Prologue

There is no way you enter a mutant-infested area without any briefing, so you insist that Tvirsky reveal as much as he can.

"Well," he ponders. "The facility in question was a government-run research area. Don't ask me which government."

He laughs drily.

"Hrushka was one of the eggheads working there. They were evacuated when the signal intensified but Hrushka was the only one determined to continue the research so he stayed here. This is why we have the access card and the map of the facility. And this is all we have."

He is quiet for a while, collecting his thoughts.

"The facility has been exposed to waves of mutants for a long time. They may have destroyed it. They may have built their nests there. Who knows what the Beacon does to them? It does things to that old head of mine, to be sure, and I am worried about Hrushka. He is nowhere near the outpost, so I am afraid he has ventured to the Eye. We must destroy the source of the signal and find Hrushka the egghead. Look, see that building? It is the only entrance to the area of the Eye that I know of. The premises is encircled by a tall concrete fence with barbed wire, and I am not the one for climbing. Questions?

Well, you are used to the fact that there are no detailed briefings in the Zone. You follow Tvirsky without much consideration.

Mission Summary:

- Get inside the building.
- Find your way through the facility.
- Destroy the Beacon.
- Evacuate.

Take Mission box **D3** "The Steel Giant" from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

From Mission box **D1** take Key Card token and place it inside Mission box **D3**.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

The enormous structure of the Eye of Moscow stands out against the purplish sky, giving the situation a surreal feeling. You can literally sense the air vibrate with the UVB-86 signal. It felt tangibly weaker a few hours before, but the closer you are to the facility, the stronger it seems. The mutants wail dangerously close.

It takes you a while to register that Tvirsky has spoken.

"There," he points at the strange orb fitted inside the structure of the radar. "This is the Beacon. The source of the mind-washing signal. The Holy Grail of sickness and mind control."

You eye him in disbelief. Tvirsky has never spoken like that before, and even his voice seems different. What has come over him?

You want to speak up, but Tvirsky hushes you with an impatient wave of his hand.

"I know it. I have been here," he continues. "I will go first and open the entrance with the access card. You stay here and keep an eye on the entrance. I don't want a chimera to follow me.

I will contact you when the time comes for you to join me."

Resigned, you watch Tvirsky enter the facility and... Well, you wait.

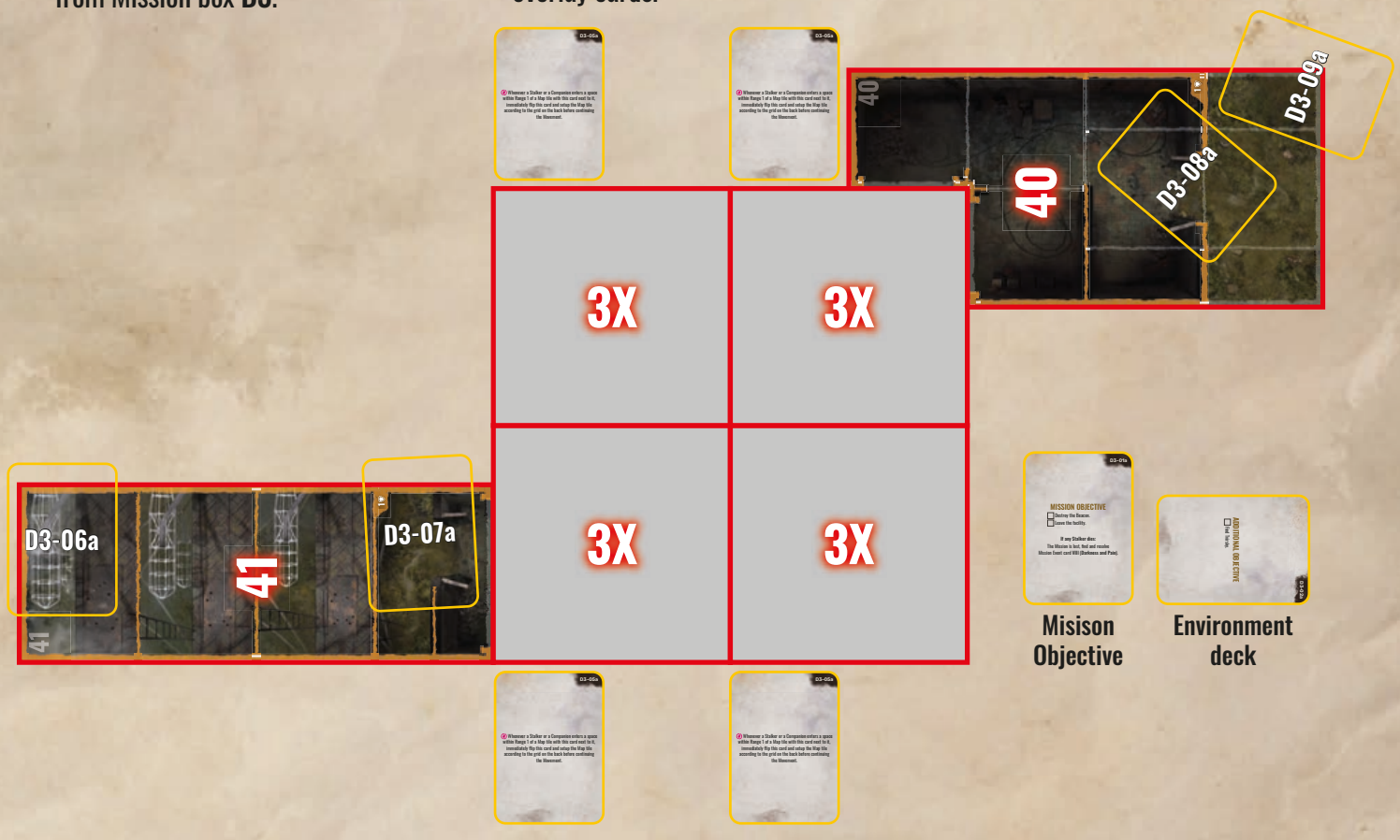
1. Map Setup

Find Map tiles: **36**, **37**, **38**, **39**, **40**, **41**.
Place Map tiles **36**, **37**, **38**, and **39** randomly in a way they form a square as shown.
Place Map tiles **40** and **41** as shown.

2. Environment Setup

Environment cards:

- Take out all Environment cards from Mission box **D3**.
- Find the **D3-01a (Mission Objective)** card, read it and place it next to the Map.
- Find all four **D3-05a** cards, shuffle them and place them randomly next to tiles **36**, **37**, **38**, and **39** so that 1 card corresponds to 1 tile, as shown.
- Now, set the following cards on the Map as shown on the illustration below: **D3-06a**, **D3-07a**, **D3-08a**, **D3-09a**. These are your starting overlay cards.
- Keep the remaining Environment cards as the Environment deck next to the Map, as they will be needed during the Mission.



Misison Objective

Environment deck

3. Other Setups

Stalkers:

- Place the Stalker models on the space marked as “Starting Point”.

Enemies:

- Find the Scuttler Enemy card and place it next to the Map. Mark it with 1.
- If there are 3 or more Stalkers, additionally Mark the Scuttler Enemy card with 1.
- Find The Swarming Crawl Enemy card and place it next to the Map. Mark it with 1.
- Find 6 Rodent and 5 Dog standees They represent the Scuttlers.
  Place 2 of them on spaces marked with and 9 next to the Map.
- Find The Crawl standees. Place 2 of them next to the Map.

Loot ?:

- Take 3 random Loot tokens and place them in a stack on the Map as shown.

Unknown tokens ?:

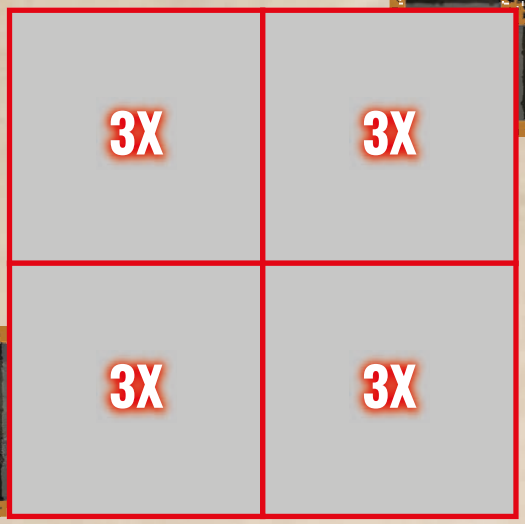
- Depending on the number of Stalkers, take a set of Unknown tokens, shuffle them and place them in 2 stacks of 8 tokens on the Map as shown:
  - » Single/3 Stalkers: 4× X, 4×, 1×, 4×, 4×
  - » 2/4 Stalkers: 2× X, 4×, 2×, 4×, 3×

Event deck:

- Take out all Mission Event cards from Mission box **D3**.
- Stack the Mission Event cards in numerical order, face down. Mission Event card **I** should be on the top and number **XI** should be on the bottom. This is your Event deck.

Mission begins! Start the first Round.

Event deck



The Steel Giant
Epilogue A

You fight your way through hordes of mutants who have lost the ability to act together and now tear at each other. A few terrifying minutes and you are relieved to welcome the bleak sun of the Zone.

You have pulled it off. The sight of the exploding Beacon is a reward in itself and it is uplifting to know that one of the ominous powers controlling the Zone is no more. However, as enthusiasm fades, questions appear. Where actually is Hrushka and what has happened to him? And what was the thing with Tvirsky? Where was the Beacon from and who caused the whole mess?

You walk away with a strange mixture of triumph and anxiety in your tired heart. What's worse, with Tvirsky's death there is nobody to pay you for your trouble. However, it suddenly occurs to you that now that the signal has died, you have a huge area to search for stashes. Perhaps you will be able to compensate yourself for the trouble.

Scenario Rewards:

The Beacon is destroyed:

- Mark Mission **D3** as unavailable.

Then update your Zone Map with the following stickers:

- 45. "Gardens"
- 46. "Abandoned Bus"

Then, excluding Equipment cards gained by players, return all Mission Event and Environment cards to Mission box **D3**.

Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

The Steel Giant
Epilogue B

"Stop," he says, his breath wheezy. "Stop, I need to... I need to collect my thoughts."

He slumps down next to a tree trunk, and so do you.

"I am beginning to see things clearly," he says. "That wretched Beacon... It did things to me. I was there... Not alone. Before I contacted you, I had visited the facility with Hrushka. We faced the signal hundreds of times and... And Hrushka died during our expedition to the Eye of Moscow. I came back to the outpost and something made me go through all his documents. I was looking for precious things to sell and I wasn't aware of the fact that the prolonged exposure to the UVB-86 did things to me. The longer I studied Hrushka's notes, the less I was myself and soon... Well, as weird as it sounds, I gradually transformed into him."

He laughs out and shakes his head in disbelief.

"In a way, that is. I regained the clarity once the signal lost its intensity, but not enough to understand what was going on."

You fled the facility before the mutant hell was unleashed, the sight of the destroying Beacon burned in the memory.

Tvirsky follows you, a gun in his hand, and total confusion on his sweaty face.

You nod as the pieces of the puzzle fit in. The confusion any time Tvirsky spoke of Hrushka. No sign of Hrushka anywhere. The change of handwriting in Hrushka's diary. You feel that there are more details ready to click into place, but before you ask anything, Tvirsky says:

"Not only have you saved my life, but also my sanity," Tvirsky adds. "You have my eternal gratitude. Come, follow me."

You have done a good thing, not a common achievement in the Zone. Tired but satisfied, you follow Tvirsky who reaches a gnarled tree and starts digging among its roots.

"Here is Hrushka's stuff," he says, unearthing a metal lid. "And his money, too. He is not gonna need his money anymore, is he? It is all there for us to split."

Among some scientific documentation and a collection of devices, he finds an envelope with money. He takes a good half of it and hands it to you.

A good thing that pays well? An even rarer achievement.

It suddenly occurs to you that now that the signal has died, you have a huge area to search for stashes. The win seems even bigger now.

Scenario Rewards:

The Beacon is destroyed and Tvirsky rewards you with some money:

- Gain 2000 ₸.
- Mark Mission **D3** as unavailable.

Then update your Zone Map with the following stickers:

- 45. "Gardens"
- 46. "Abandoned Bus"

Add Stalker card "Tvirsky" to your Stash. From now on, you may choose Tvirsky as your Stalker on a Mission. You will find this card in the Mission box **D3**.

Then, excluding Equipment cards gained by players, return all Mission Event and Environment cards to Mission box **D3**.

Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Mission D1
“A Cry for Help”

- Return all Mission Event cards to the box: **I**, **II**, **III**, **IV**, **V**, **VI**.
- Return all Environment cards to the box: **D1-01**, **D1-02**, **D1-03**, **D1-04**, **D1-05**, **D1-06**, **D1-07**, **D1-08**, **D1-09**, **D1-10**, **D1-11**, **D1-12**, **D1-13**, **D1-14**.
- Return the “Scuttler” Enemy card to the box.
- Return the Key Card, BTR, and BTR Barrel tokens to the box.
- If you have an Arfitact with a token on it, discard it.
- Each Stalker may now sell any number of chosen Equipment cards for their ₸ value.
- Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Mission D2
“Missing in Action”

- Return all Mission Event cards to the box: **I**, **II**, **III**, **IV**, **V**, **VI**.
- Return all Environment cards to the box: **D2-01**, **D2-02**, **D2-03**, **D2-04**, **D2-05**, **D2-06**, **D2-07**, **D2-08**, **D2-09**, **D2-10**, **D2-11**, **D2-12**.
- Return the “Core” Artifact card to the box.
- Return the “Swarming Crawl” Enemy card to the box.
- Return 5 × Wall, 1 × Window, , and tokens to the box.
- Each Stalker may now sell any number of chosen Equipment cards for their ₸ value.
- Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Mission D3
“The Steel Giant”

- Return all Mission Event cards to the box: **I**, **II**, **III**, **IV**, **V**, **VI**, **VII**, **VIII**, **IX**, **X**, **XI**.
- Return all Environment cards to the box: **D3-01**, **D3-02**, **D3-03**, **D3-04**, **D3-05**, **D3-05**, **D3-05**, **D3-06**, **D3-07**, **D3-08**, **D3-09**, **D3-10**, **D3-11**, **D3-12**, **D3-13**, **D3-14**, **D3-14**, **D3-14**.
- Return the Key Card token to the Mission box **D1**.
- Each Stalker may now sell any number of chosen Equipment cards for their ₸ value.
- Return the “Tvirsky” Enemy card to the box.
- Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Mission Box cleanup

Mission C1 “Risky Business”

- Return all Mission Event cards to the box: **I**, **II**, **III**, **IV**, **V**, **VI**, **VII**, **VIII**.
- Return all Environment cards to the box: **C1-01**, **C1-02**, **C1-03**, **C1-04**, **C1-05**, **C1-06**, **C1-07**, **C1-08**, **C1-09**, **C1-10**, **C1-11**, **C1-12**, **C1-13**, **C1-14**, **C1-15**.
- Return the “Wrathful Zombie” and “Mercenary Sniper” Enemy cards to the box.
- Return 6 × tokens to the box.
- Each Stalker may now sell any number of chosen Equipment cards for their value.
- Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Mission C2 “Payday”

- Return all Mission Event cards to the box: **I**, **II**, **III**, **IV**, **V**, **VI**, **VII**.
- Return all Environment cards to the box: **C2-01**, **C2-02**, **C2-03**, **C2-04**, **C2-05**, **C2-06**, **C2-07**, **C2-08**, **C2-09**, **C2-10**, **C2-11**, **C2-12**, **C2-13**, **C2-14**, **C2-15**, **C2-16**, **C2-17**, **C2-18**, **C2-19**, **C2-20**, **C2-21**, **C2-22**, **C2-23**, **C2-24**, **C2-25**, **C2-25**, **C2-25**.
- Return the “Seed” Artifact card to the box.
- Return the “Enraged Izlom” Enemy card to the box.
- Return 4 × Anomaly center and 3 × **C2** tokens to the box.
- Each Stalker may now sell any number of chosen Equipment cards for their value.
- Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Mission C3 “Beast Hunting”

- Return all Mission Event cards to the box: **I**, **II**, **III**, **IV**, **V**, **VI**, **VII**, **VIII**, **IX**, **X**.
- Return all Environment cards to the box: **C3-01**, **C3-02**, **C3-03**, **C3-04**, **C3-06**, **C3-07**, **C3-08**, **C3-09**, **C3-10**, **C3-11**, **C3-12**, **C3-12**, **C3-12**, **C3-14**, **C3-15**.
- Return 2 × “Enhanced Rounds/Piercing Rounds” Item cards to the box.
- Return the “Prototype X-17” Weapon card to the box.
- Return the “Ecologists Exoskeleton” Armor card to the box.
- Return the “Hospital Defender” Enemy card to the box.
- Return the “Helping Hand” and “Tragic News” Random Event cards to the box.
- If you failed Mission **C3**, return the “Enraged Izlom” Enemy card to the box. Otherwise, return it to the Mission box **C2**.
- If you failed Mission **C3**, return 4 ×Anomaly center tokens to the box. Otherwise, return them to the Mission box **C2**.
- Each Stalker may now sell any number of chosen Equipment cards for their value.
- Open the Campaign binder to page **6** and resolve the Post-Mission cleanup.

Now that the Eye of Moscow is dead, you have one and only one chance to get there.

A few mighty jerks and the seat comes off. There is a tool box underneath it and... A surprise inside!

Take 2 Military Aid Kit and 1 Anti-rad Pills Item cards and place them in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

222.

Fangs' place

"Oh, a customer," Fangs says and grins broadly. Every second tooth of his is golden. "Right?"

You reply that you got the contact from Tvirsky.

"Yeah, yeah. Tvirsky is a nice fellow. He used to visit my old enterprise. Been there? Fancy, eh? Anyway, Tvirsky has changed. Not the same guy, but I still can't tell what's wrong with him. Anyway, down to business. I smell good money here. I can supply you with any fire-spitting toy you may wish, but also... If you had some artifacts to sell, I would be happy to take a look.

Take Contact card **C24** "Fangs" and place it in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

223.

Freed from the Beacon

The rats have shown this place no mercy. All you see are tattered or nibbled documents, and scattered, half-eaten food portions. The smell of rodent feces is heavy in the stuffy air. There is a bed with dirty sheets that might have been Tvirsky's, but then something else settled there. Reluctantly, you step in, fighting the nauseous stench and behind the bed, you find a few dead, bloated rats among scraps of torn banknotes. The greedy rodents must have devoured too many of them. No, money did not bring them happiness.

But you may earn some. Some banknotes seem intact.

Take 2200 ₹ and place them in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

216.

Military Base

You approach the given coordinates, and see an outpost and a fence with barbed wire. You wave a white handkerchief (shouldn't every stalker have one?) and you sigh with relief as the sentry lowers his weapon and lets you in.

A few minutes later, you're in.

"Are you the one we spoke to?" the sentry makes sure.

"Yep," you reply. "From Hrushka's hole."

"Good," the sentry smiles. "Get inside."

You enter the guardhouse.

"Sit down," the soldier says. "Make yourself comfortable."

He gives you a chipped mug with hot, steaming tea. You thank them with a nod, and ask what their connection to Hrushka is.

"None, actually," the soldier winces. "He contacted us on the radio, using commonly known frequencies. He wanted to know the lay of the land. Asked about the Eye of Moscow, the mutant activity, the signals, all that. Used a lot of science lingo. It was kinda hard to get what he was saying, but with time he turned into a raving lunatic. He mumbled like crazy, shared some messed up conspiracy theories, read his crappy poetry. We had a good laugh. He lost his mind, obviously."

You nod gloomily and sip the tea.

"Still, the situation in the area is getting worse," the soldier adds. "Have you got any ammo to sell? We haven't heard from the headquarters for a while."

You may sell any number of Magazines for 800 ₸ each.

Take Contact card **C23** "Sentry", place it in your Stash.
Mark this Location as unavailable.
Go back to the Campaign binder.

217.

Fangs

Fangs, the contact Tvirsky recommended, has vanished. The smelly hovel where he was supposed to dwell is empty, and the rickety table inside is littered with wooden rifles. Wooden? Was he a genuine arms dealer?

However, there is a note on the wall that says:

"To whoever visits this place hungry for firepower. Too many mutants around. Had to move away quickly. Here is the new location. Come and find me there. Fangs"

Quickly? Well, he couldn't have taken everything then, eh? Let's take a look around the place.

Update your Zone Map with sticker **42**. "Fangs' place".

Draw 4 Item cards and 1 Attachment card and place them in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

218.

Chemists' Lab

You approach the laboratory facility and sigh with relief upon discovering that it hasn't been sacked in the meantime. You never know with the Zone.

You present the egghead on duty with the water sample.

"Dead Lord," the scientist eyes the vial with contaminated water and touches it, his hand in a rubber glove. "There is a whole periodic table floating there. Plus a few more elements no one has heard about. A drop would kill a city, I am sure."

There is admiration in his voice. Why? You will never understand scientists' way of thinking.

"I will run some tests. If this is a new toxin, I want to be the first to know about it," the egghead says. "Give me the location where you found it. I may find some compensation for your effort."

Draw 2 random Artifacts, choose one and place it in your Stash, discard the other.

Mark this Location as unavailable.

Go back to the Campaign binder.

219.

Hrushka's Bunker

If **D3** – The Steel Giant Mission is Marked: See Script **223**, otherwise, read on.

The way to the bunker stretches into infinity, especially when the Beacon starts weighing down on you. It seems more intense than before and you cannot escape the feeling that it caught up with you sooner than before. Your head is pounding and your eyes water. Every next step comes with greater difficulty, and you don't think you will get close enough to see the bunker, let alone reach it.

Choose another Location.

220.

Gardens

You look at the small vegetable gardens, abandoned ages ago and overgrown with wild vegetation, trampled by the marching mutants, luckily gone by now. You could easily picture old people resting here and taking care of their meager crops in the good days before the Zone. Now, the gardens are a perfect stash-hiding area. Memories aside, you got some searching to do.

Shovel in your hand, you begin the search, and yes! Lucky you! There is a cask in the thicket of old rhubarb!

Draw 1 Tier III Armor and place it in your Stash.

Mark this location as unavailable.

Go back to the Campaign binder.

221.

Abandoned Bus

You have heard about the rusty, windowless bus before. There were stories about it, all different, but most promising a stash hidden under the driver's seat.

theories that arise involve a spontaneous anomaly implosion or other 'natural' phenomena.

When you are in the area, you drop by to investigate the ruins but find nothing. It's like hell itself devoured the building.

Only by the abandoned shack by the side of the lake, you discover a freshly erected tombstone adorned with wildflowers.

Randomly choose 2 non-Contract Contact cards from Campaign binder and your Stash and remove them from the game.

Mark this Location as unavailable.

Go back to the Campaign binder.

209.

A Word Too Far

If you have the "Izlom Escaped" Achievement sticker, see script **200**.

If checkbox 6 on the "Bloody Money" Achievement sticker is marked, you haven't confronted Izlom yet, choose another Location.

Let me tell you a thing about secrets and vodka – they just don't mix well. When the latter gets in, the former gets out. You don't remember, do you? Well, you went to the 100 Rads to have a cold one. Long story short, it was not even midnight when stories about the hospital's underground began spilling from your mouth into bystanders' ears.

As a result, two men – eggheads, at that – approached you with a proposal. All you have to do is let Izlom escape during your little hunt, they said. Scare him away, get him out of Valentine's grasp, and let him roam the Zone freely. Ecologists wish to observe the creature, and they offer a brand-new exoskeleton prototype in exchange for providing such an opportunity. Now, what do you say? An offer like that may not come again anytime soon.

Mark checkbox 6 on the "Bloody Money" Achievement sticker.

Go back to the Campaign binder.

210.

Hospital Contractors

There are certain perks to working for the Zone's only hospital, and Valentine makes sure you get a taste of them. She sends you the contact info of two of her external contractors. You already know a thing or two about Bonesetter, an experienced battle medic who has saved so many asses he earned a forever open tab in the 100 Rads bar. The other, dubbed Pharmacist, you've never heard of. And no wonder, as you've never before found yourself in need of wholesale quantities of chems and drugs. But he has a whole palette of other wares to sell and at good prices at that.

Take Contact cards **C21** "Pharmacist" and **C22** "Bonesetter" and place them in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

211.

With Izlom's issue resolved, for better or worse, it would be only polite to inform his daughter of her father's fate. Or, if you're not comfortable with what you've done, it would be easy to simply remain silent and forget about her existence.

Choose one:

- Report that Izlom is dead (only if you have the "Izlom Slain" Achievement sticker) – See script **205**.
- Report that Izlom was captured by Valentine (only if you have the "Izlom Captured" Achievement sticker) – See script **206**.
- Report that Izlom ran away (only if you have the "Izlom Escaped" Achievement sticker) – See script **207**.
- Report that you don't know what happened to Izlom and that you drop the case – Mark this Location as unavailable. Go back to the Campaign binder.

212.

There's evidence suggesting that the mutant known as Izlom was once – and not too long ago – an old man living nearby.

Return to the Mission guide.

213.

You discovered something in the hospital basement. Something of questionable ethical status, to say the least. Valentine's explanations are consistent... from a logical point of view. But do you really buy it? Do you trust someone who provides such answers?

Return to the Mission guide.

214.

Last time you clashed with Izlom, he was badly wounded. There is a chance the mutant hasn't recovered yet or at least now has a reason to fear you.

Now, go back to the Zone Navigation, step 6 in the Campaign binder, and continue.

215.

Hrushka's Stash

It is here. The coordinates were accurate.

A few sweeps reveal the lid of a battered military chest with a basic lock that breaks with a loud, metallic snap. It opens with a screech and you see a clutter of egghead type papers, maps, diagrams, a collection of Geiger sensors and some other devices totally alien to you.

And... there it is. As you search through the clutter, you come across an envelope stuffed with money. Looks like it has been waiting for you. Come on, will Hrushka figure out that you have taken it? It is a cruel world we live in.

Take any amount of ₸ up to 6000 ₸ and place it in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

of fatherly love out of the Zone to its recipient in Chernihiv. Luckily, you knew a decent enough smuggler – good old Molerat – to trust with your noble whim. What you didn't expect was an answer, one arriving on your PDA at that.

"You're a kind soul, stalker. Please, let me know if you learn more about my father's fate.

I cannot express how much that means to me, but I can show you my gratitude. Stay safe."

The Grateful Daughter, as she signed the message, must have a powerful radio station at her disposal. And an admirable contact network – you're sure you didn't include any contact info with the delivery...

Take 1000 ₸ and place it in your Stash.

Mark checkbox 1 on the "Bloody Money" Achievement sticker.

If checkbox 2 on the "Bloody Money" Achievement sticker is marked, see script **204**.

Go back to the Campaign binder.

204.

My Beloved Monster

If Mission **C3** is marked as unavailable, see script **211**.

If checkbox 5 on the "Bloody Money" Achievement sticker is marked, you haven't confronted Izlom yet, choose another Location.

Otherwise:

Are there any words suitable for informing someone that their missing father had probably fallen victim to a horrendous experiment that erased all that was human about him and left only an overgrown, mutated shell that now spends its days murdering innocent people? Any damned proper correspondence etiquette for such events? You can only settle for straightforwardness. Unexpectedly, the daughter's response is quick.

"Kill it. For God's sake, any god! For my sake, for your own, I don't care what would make you do it. Put what's left of my father out of its misery, and you won't regret it."

Mark checkbox 5 on the "Bloody Money" Achievement sticker.

Go back to the Campaign binder.

205.

The End Of Suffering

Your message is once again brief. "It is done," you write on your PDA, pausing to wonder if you should add some sorry-for-your-loss cliché, technically being her father's murderer... You tap the send button.

"Thank you," she replies. "You did the right thing."

You're not sure if she wrote that second sentence to you or herself.

A few days later, a familiar face approaches you. It's one of Molrat's runners, and she has a package for you. Direct delivery within the Zone is costly, but the rifle you find in the box is even more expensive. Whoever the daughter is, she definitely found a better life outside the Zone than she could have in a shack on the irradiated lakeside.

Take the Prototype X-17 Weapon card from Mission box **C3** and place it in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

206.

No Rest For The Wicked

You notify Izlom's daughter of his freshly sealed fate and his return to being one of Valentine's lab rats. Naturally, you omit your contribution to how things played out. You want to get paid, right?

"Understood," she replies. "Thank you for telling me. I'll take it from there."

A calm, self-composed response at first glance. But for a brief second, when it arrives, the screen of your PDA seems to burn with living fire. You shake your head, and the vision disappears. You know it's absurd, but now you really hope she never finds out it was you who gave the order to capture the mutant.

Getting rewarded by both Izlom's daughter and his tormentor... You made your pockets heavy on that one, didn't you? And how about the weight of your conscience now, stalker?

Take 5000 ₸ and place it in your Stash.

Mark this Location as unavailable.

Update your Zone Map with sticker **47**. "Revenge Served Hot".

Go back to the Campaign binder.

207.

Uncertain Fate

You have no idea how Izlom's daughter will react to the news of her father's escape. Yes, she was the one who asked you to kill him, and she did that with surprising confidence. But it only means she is someone used to giving orders. Decisions that precede them? Well, there are some that always tear you apart.

"This thing is not my father," she replies, once again seemingly undisturbed. "Thank you. For trying. The token of my gratitude should reach you soon."

But later that night, you get another message.

"Do you think he suffers?"

You put your PDA away. There's nothing you can say.

Take 1 random Tier III Weapon and place it in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

208.

Revenge Served Hot

All the Zone's comm channels buzz with the same news: the hospital was burned down to the ground, and then some more – the staff and patients with it. Usually, assumptions and accusations would already be flying back and forth, but it is common knowledge that all factions in the Zone used the facility's services. The only

Scriptbook

200.

As you walk into the 100 Rads bar, two eager eggheads approach you.

If you have the "Research Assistant" Achievement sticker:

"Once again, you came to our aid, stalker! And what a peculiar specimen you released for us to observe! You wouldn't believe the ways this mutant adapts to a new habitat... But let us express our gratitude properly."

Take the Ecologists Exoskeleton Armor card from Mission box **C3** and place it in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

Otherwise:

They notice you have "released" Izlom into the wild. The Ecologists appreciate the opportunity to observe this unique individual in a natural habitat and would like to reward you with a once-in-a-lifetime offer: a brand-new Exoskeleton prototype – for an amazingly low price, if you decide to buy it now.

"It's practically a donation, you know. A donation for further research and its promising fruits."

Take the Ecologists Exoskeleton Armor card from Mission box **C3**, you may discard Coupons and Equipment cards with the total ₹ value of 10000 to place it in your Stash. If you don't, add it to the Armor deck.

Mark this Location as unavailable.

Go back to the Campaign binder.

201.

Hyena's Hideout

Hyena brought you here once – an inconspicuous old hunting blind with a half-rotten ladder no one would risk climbing unless they knew which steps to use... You climb up. Your money is in another castle, of course, but the provisions you find should sweeten the disappointment.

Take 5 **Food** Item cards and 1 Magazine of each type and place them in your Stash.

Mark this Location as unavailable.

Go back to the Campaign binder.

202.

Mobile Laboratory

As usual, you enter the research camp with mixed feelings. You could never make your mind up about those eggheads. On the one hand, they prefer to talk before they shoot, unlike the other Zone dwellers. And they remember to take a bath more often than once a month. On the other hand, all the worst horrors you've seen in the Zone were either authored by an egghead or at least admired by them.

"Here's the package for Miss Valentine," says the camp quartermaster, handing you a neatly packed parcel. He smells of chlorine and cigarettes.

"Um...I cannot help but notice – how old are those burns on your hands? We are exploring possible regenerative properties of bloodsuckers' saliva, and..."

"Bug off," you growl as you tear the package out of his hands. Yeah, those eggheads aren't that bad.

You've received the package requested by Valentine.

Mark this Location as unavailable.

Go back to the Campaign binder.

203.

Delayed Mail

If checkboxes 1 and 2 on the "Bloody Money" Achievement sticker are marked, see script **204**.

If checkbox 1 on the "Bloody Money" Achievement sticker is marked, you haven't learned anything new, choose another Location.

You didn't even know why you took that old man's unsent letter. But now that you had it, how could you let it rot away at the bottom of your backpack? You decided to play Postman and push this token